

EDITORIALS and such

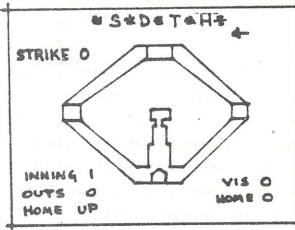
116

WORD HUNT letters are displayed by the computer. You have to create as many words as possible from the letters up as you can in the time allotted. As each letter is selected by the hand controller, it will reappear under the first grouping. When a word is formed, push the joystick forward to register the word, and you can continue. (AB & BB)

PLAYER 2 UP
KC LUY
L

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BASEBALL A 2-player game where each player alternates as batter and pitcher. The arrow at the top of the screen takes the place of the ball, and is 'pitched' by a trigger pull. The batter must stop the moving arrow at one of the letters using his own trigger. A hit ball may be caught on the fly by the computer. Includes a 7th inning stretch. (BB For AB see p.119)



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THE GAME PLAYER Reviews of taped programs currently being sold by one or another of our subscribers. This month: HAUNTED CASTLE

120

COLOR SELECTOR A utility program for the game maker. Use the Trigger and Knob controls to vary the colors and identify their 'numbers'. Instructions are contained within the program (lines 270-285). (AB & BB)

COLOR SELECTOR		
& (9):	18	BC FC
COLOR #	0 1	
INTENSITY #	7 0	
COMPUTER #	7 8	

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Printed for the mutual edification of the publisher and subscribers who are owners of the ARCADE unit, its programmable BASIC cartridges, and the ZGrass language. Printing is by a COMPRINT 912S (programs) and a NEC 8023 (text - driven by an Apple with Super-Text and Magic Window word processing systems.)

Since the Newsletter is 95 percent subscriber-generated, material is always in demand. Text material should be submitted as typewritten copy, preferably 47 characters per line and single spaced. Program material should be submitted both as a listing and on tape. Contributions are accepted without payment. However, programs entered in the Contest (accompanied by a signed statement indicating "this program is largely my own efforts and not a copy of an existing program") will be eligible for a prize. At least three programs are required for the Contest to operate. A panel of five judges will determine which of the submitted programs is "best." In addition, it is our policy to accumulate certain programs for subsequent sale on a tape, for which an author's royalty will be paid.

PROGRAMMING CONTEST RULES:

The main idea is to have a fun contest. The criteria of "best" will be left to the judges, of which there will be five. As each winner is announced, he or she will replace a sitting judge so that a rotation of judges is automatic. This also takes the winner out of circulation for a bit. A week prior to the date that the ARCADIAN is scheduled for the printer, those programs to be included will be sent to the judges. That day also starts the next cycle of program input for the subsequent issue.

Each judge will grade each program relative to the others on a 1 to 10 basis. These scores will quickly be returned to me and tallied. Highest score wins. The winner will be announced in that issue, and a check for \$100 sent with his or her copy of the Arcadian. Each issue will therefore stand on its own. No carryovers, no delays. When you submit a program that you would like considered for the contest, please send along a statement "I certify that the program titled '.....' is largely the product of my own efforts and is not a copy of an available program. Signed". Programs that are translations, etc. are still needed, but would not be eligible for the contest.

Robert Fabris, Publisher

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ARCADIAN

Volume 4 Number 12

Oct. 7, 1982

WITH THIS ISSUE, WE COMPLETE VOLUME 4. The last year has seen a large number of changes in all areas - except one, unfortunately we are still waiting for the keyboard/memory addition. From our little corner of the world, the changes we are making to serve the Basic user are still in process as new ideas and concepts turn up. We can now "afford" the luxury of a 'cover page' since postage won't be such a large portion of our monthly budget. We will be printing longer programs that are usable on Extended Memories only, in order to increase the popularity of those systems. The field is wide open there - a good place for some utility programs - as well as complicated games. I would like to thank all of our subscribers and contributors for making this past year as interesting and informative as it was. As a result of your suggestions, we have been taking the steps necessary to enlarge the ARCADIANS in quantity as well as quality without a radical price increase. Authors of the tutorial sections (see the column adjacent) will be paid on a per page basis.

.....
• NEW SUBSCRIPTION RATE Volume Five of
• the ARCADIANS, which starts with the next
• issue, will cost \$15. Our Canadian
• subscribers can send cheques drawn on
• Canadian banks, made out to Robert
• Fabris, in the amount of Can\$20.
• Overseas subscribers should send \$20 in
• US funds. We solicit your contributions
• of both literary material and programs,
• as well as questions.
.....

NITRON VISIT We recently took advantage of an invitation from Nitron, Inc. officials to visit their facility in nearby Cupertino. Nestled adjacent to Apple and Tymeshare facilities, Nitron occupies a 50,000 sq.ft. two story building containing some very sophisticated equipment. They are capable of doing computer-aided design, integrated circuit construction, and assembly of the final product. Some of their machinery is pushing the state of the art. Dick Hauser and I had a very interesting and informative discussion with two of their officials and a short tour of the facilities. As a result of our visit, I believe that we have established a good relationship with this new member of the Astrocade 'family'. Nitron has control over all the hardware production - both the Arcade units and the Videocades. Actual production is still underway at the Garner, IA and Sacramento, CA plants, and will also take place at the Nitron shop. They have the equipment and know-how to do all the required work, once the released program is received from Action Graphics, under one roof. With control of the whole process at one location, they can efficiently allocate priorities of their sub-operations to meet schedules. About the only things that still come from the 'outside' are standard IC's, the molded plastic parts, and the printed materials. Nitron is making their own ROMs and plan to make the custom chip set.

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GLAD TO BE ABOARD!!
DON GLADDEN

THERE HAVE BEEN SEVERAL SHORT NOTES IN THE ARCADIANS LATELY ABOUT IMPROVEMENTS NOW BEING MADE TO EXPAND, ENHANCE, AND MAKE AN ALL-AROUND LARGER AND BETTER FORMATTED NEWSLETTER. I AM PLEASED TO HAVE THE OPPORTUNITY TO HELP MR. FABRIS ACCOMPLISH THIS TASK. THANKS BOB!

SOME OF THE IDEAS WE HAVE TO IMPROVE ARE:
1-A THREE TUTORIAL PER ISSUE FORMAT
(BEGINNER, INTERMEDIATE, & ADVANCED)
2-A "QUESTIONS FROM READERS" PAGE
3-IN-DEPTH INTERVIEWS OF PERSONS INVOLVED WITH THE ASTROCADE. (PROGRAMMERS, DESIGNERS, & OTHER INTERESTING PEOPLE)
4-LITTLE "TIDBITS" OF INFORMATION
SUCH AS: MEMORY MAPS, SHORT CUTS, SHORT TECHNIQUES TO HELP IMPROVE EFFICIENCY IN PROGRAMMING, ETC., ETC.

WE ARE ALSO OPEN TO ANY OTHER IDEAS YOU MAY HAVE, SO PLEASE WRITE TO BOB OR MYSELF!!
(ADDRESS BELOW.)

I WOULD LIKE ANY PROSPECTIVE WRITERS OR CONTRIBUTORS TO CONTACT ME SO THAT I MAY SET UP A SCHEDULE OF SUBJECT MATERIAL FOR TUTORIALS AND WRITERS. LET ME KNOW WHAT YOU WOULD LIKE TO WRITE ABOUT, OR YOUR AREA OF INTEREST, KNOWLEDGE, ETC. AND I'LL GET BACK TO YOU ON WHAT YOU CAN HELP US WITH.

ALSO, IF YOU HAVE ANY QUESTIONS ON THE ASTROCADE, (PROGRAMMING, NEW PRODUCTS, WHATEVER,) SEND THEM IN AND WE'LL DO OUR BEST TO ANSWER THEM IN THE ARCADIANS.

A FEW COMMENTS ON WHAT WE WANT TO DO ON THE TUTORIALS: THE "BEGINNER" TUTORIALS WILL BE EXACTLY THAT! HOPEFULLY, WE WILL TAKE YOU THROUGH THE BASICS OF ASTRO/BALLY BASIC SO THAT YOU CAN DO ALL THE THINGS YOU'VE SEEN DONE IN THE PROGRAMS THAT ARE AVAILABLE. REMEMBER=YOU'RE ONLY LIMITED BY YOUR OWN IMAGINATION WHEN IT COMES TO PROGRAMMING! THESE TUTORIALS WILL BE VERY SIMPLE AND EASY (WE HOPE) TO UNDERSTAND.

INTERMEDIATE- THESE WILL BE MORE FOR THE GUYS & GALS OUT THERE WHO ALREADY HAVE THEIR FEET MET. MOST OF THESE ARTICLES WILL PROBABLY COVER PROGRAMMING TECHNIQUES, HOW TO USE SUCH THINGS AS MULTI-DIMENSION ARRAYS, DATA STORAGE, MEMORY SAVING, ETC.

ADVANCED- WE WILL BE USING THESE MOSTLY FOR MACHINE-LANGUAGE ROUTINES. (HOW TO USE THEM AND WHAT THEY ARE DOING.)

THE FIRST THREE TUTORIALS SCHEDULED FOR THE FIRST ISSUE OF VOL 5 (NOV. '82) ARE:
1-HOW TO USE THE "PRINT" STATEMENT
2-USE OF THE "PX" FUNCTION
3-CHRDTS" (MACHINE CHARACTER GENERATOR)

YOU CAN CONTACT ME AT (313) 437-7383 OR (313) 437-3984, OR WRITE:
DON GLADDEN
59400 NINE MILE RD
SOUTH LYON, MI 48178
LOOKING FORWARD TO A GREATLY EXPANDED "ARCADIANS"!!!!!!

ARCADIAN

Volume 4 Number 12

Oct. 7, 1982

WORD HUNT When the program asks "# PLAYERS?", turn KN (1) and pull the TRigger. Then input the "MAX SCORE", and "SET TIMER" values (Timer refers to the number of times a program loop is executed.) Pull TR(1) to stop the subsequent flashing and start the game. Using the KNob you can move the flashing ↓ to the desired letter and pull the TRigger. Keep doing this until you have made a word. Register the word and get ready to try for another word (with the same letters) by pushing the joystick forward. All players must use controller #1.

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1 .AAAAAAAAAAEEEEEEEEEIIIIIIIIILLLLNNNNNNN000000000RRRRRRSSSSTTTTUUUUDDDDDGG
GEBCCMMPPFFHHUWWYKJXQZ
4 FOR J=5TO 7;CLEAR ;CX=-29;CY=8;GOTO J
5 PRINT "# PLAYERS?";GOTO B
6 N=T;PRINT "MAX SCORE?";GOTO B
7 C=T;PRINT "SET TIMER"
8 T=(1+(J>5)b99)b(&(28)c42+1);CX=-41;CY=-8;NT=0;PRINT T;IF TR(1)=0GOTO B
10 NEXT J;NT=1;FOR I=1TO N;@(I)=0;NEXT I;M=0
20 FOR P=1TO N;A=54;W=0;Y=5
25 NT=6;FOR I=8TO 55;MU=RND (A);@(I)=0;NEXT I;NT=1
30 CLEAR ;PRINT ;CX=-35;PRINT #1,"PLAYER ",P," UP";IF TR(1)=0GOTO 30
40 FOR I=1TO 7;IF YGOSUB H
65 CX=-53+Ib12;CY=5;TV=@(I+14);NEXT I;K=0;L=0;GOTO 90-Y
85 FOR J=0TO T;IF W>23J=T
90 S=&(28)c42;CX=-41+Sb12;CY=15
95 IF TR(1)S=S+8;GOSUB D
100 NT=0;TV=96;CX=CX-6;TV=32;NT=1
105 IF JY(1)IF LGOSUB F;GOTO 40
110 NEXT J;GOSUB G;NEXT P
120 CLEAR ;FOR P=1TO N;IF @(P)>C-1M=1
130 NEXT P;IF MPRINT ;CX=-35;PRINT "FINAL SCORES:
140 PRINT ;FOR P=1TO N;CX=-35;PRINT #1,"PLAYER ",P,"=",@(P);NEXT P;IF MGOTO 180

150 GOTO 20
180 IF TR(1)=0GOTO 180
190 RUN
500 J=RND (98);FOR K=8TO I+7;IF J=@(K)GOTO H
510 NEXT K;@(I+7)=J;@(I+14)=%(J+Z);@(I+21)=1+(J>68)+(J>75)+(J>83)+(J>93)+3b(J>9
4)+2b(J>96);RETURN
1000 IF @(S)<0RETURN
1010 L=L+1;BOX CX-1,5,7,9,3
1020 K=K+@(S+14)+5b(L>4)+35b(L=7)
1040 @(A+L)=@(S+7)
1050 CX=-29+Lb6;CY=-7;TV=@(S+7);@(S)=-@(S);RETURN
2000 Y=0;BOX 0,0,110,25,2
2010 @(A)=L;W=W+1;@(28+W)=@(28+W)+K;A=A+L+1
2020 FOR I=8TO 14;@(I)=ABS(@(I));NEXT I;RETURN
3000 CLEAR ;A=54;PRINT ;CX=-17;PRINT "REVIEW: ";BOX -1,32,42,9,3
3010 FOR J=0TO 6STEP 6;Q=0;FOR I=1TO W;IF CY=-40CY=24;Q=Q+1
3020 TV=13;CX=-71-J+Qb48;IF J=0FOR L=1TO @(A);TV=@(A+L);NEXT L;A=A+L;NEXT I;CY=2
4;NEXT J
3030 X=CX;TV=97;B=@(28+I)
3040 U=TR(1);IF U+JY(1)=0GOTO 0
3050 CX=X;IF UPRINT #1," ",B," ",;@(P)=@(P)+B;NEXT I;RETURN
3060 PRINT " 0      ",;NEXT I;RETURN

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Oct. 7, 1982

Volume 4 Number 12

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1 .1086535002001086535000006+56345604200606678b276532108653500200102345600067
8 8 8765+456007008531
5 @4)=0;@5)=0;BC=160;FC=4;NT=0;GOTO 10
7 FOR Q=1TO 150;NEXT Q;RETURN
8 BOX B,C,5,3,2;BOX 0,D,5,3,2;BOX -B,C,5,3,2;BOX B,C,5,3,@0);BOX 0,D,5,3,@1
);BOX -B,C,5,3,@2);@P+3)=@P+3)+(@3)=1)
9 CY=-26;CX=44;PRINT "VIS",#2,@4);CX=38;PRINT "HOME",#2,@5);RETURN
10 CLEAR ;S=21;X=-3;FOR A=-35TO -6;X=X+2;BOX X,A,S,1,1;BOX -X,A,S,1,1;NEXT A;B
0X 58,-4,S,2,1;BOX -58,-4,S,2,1;FOR A=-3TO 26
20 BOX X,A,S,1,1;BOX -X,A,S,1,1;X=X-2;NEXT A;A=-32;LINE 0,-34,0;LINE 58,C,2;LI
NE 0,25,2;LINE -58,C,2;LINE 0,-34,2;BOX 0,A,11,3,1
30 BOX 0,-34,3,1,2;BOX 0,A,5,3,2;BOX 0,-35,1,1,2;BOX 0,-37,15,3,1;BOX -B,C,7,5
,2;BOX B,C,7,5,2;BOX 0,D,7,5,2
40 T=7;FOR Z=-24TO -4STEP T;BOX 0,Z,T,13,1;T=T-2;NEXT Z;BOX 0,0,9,5,1;BOX 0,0,
7,7,1
50 CX=-S;PRINT "*S*D*T*H*";I=0
60 I=I+1;CY=-24;CX=-77;PRINT "ING ",#1,I;FOR P=1TO 2;FOR Z=0TO 3;@Z)=2;NEXT Z
;CY=-40;CX=-77;IF P=1PRINT "VIS",;GOTO 70
65 PRINT "HOME",
70 PRINT " UP ",;GOSUB 8;FOR 0=0TO 2;S=0;CY=-32;CX=-77;PRINT "OUTS",#2,0
72 IF I=7IF P=2IF 0=0GOSUB 800
75 CY=32;CX=-77;PRINT "STRIKE",#2,S," ",;&(20)=0
80 IF TR(P)GOTO 400
82 IF &(18-P)=0GOTO 80
88 FOR CX=27TO -21STEP -18;PRINT "↑ ",;IF TR(P)=0NEXT CX;GOTO 400
90 H=CX-18;H=(H=15)b4+(H=3)b3+(H=-9)b2+(H=-21);IF H=0GOTO 500
95 GOSUB 700;IF RND (3)=1CY=32;CX=-77;PRINT "FLY BALL CAUGHT! ";GOSUB 7;GOTO 50
0
97 IF H=4&(21)=15;&(19)=20;&(20)=150;FOR Q=1TO 999;NEXT Q;&(20)=0;&(21)=0;&(19
)=0
100 FOR Z=1TO H;FOR Y=3TO 1STEP -1;@Y)=@Y-1);NEXT Y;@0)=2-(Z=1);GOSUB 8;NT=5
;MU=64;NT=0;NEXT Z
120 IF I>8IF P=2IF @4)<@5)GOTO 600
130 S=0;GOTO 75
400 PRINT " ";S=S+1;&(22)=-1;&(16)=60;&(17)=71;&(18)=85;GOSUB 7
410 IF S<3&(22)=0;GOTO 75
500 &(17)=71;&(18)=85;&(22)=-1;FOR Z=60TO 150;&(16)=Z;NEXT Z
510 &(22)=0
520 NEXT 0;IF I=9IF P=1IF @4)<@5)GOTO 600
530 NT=15;GOSUB 7;&(20)=129;FOR Z=-24573TO -24562;MU=%(Z);NEXT Z;GOSUB 7;NT=0
550 NEXT P;IF (I<9)+(@4)=@5)GOTO 60
600 CY=0;CX=-24;PRINT "GAME OVER"
610 STOP
700 XY=0;FOR Z=0TO -30STEP -1;LINE 0,Z,3;NEXT Z
710 NT=4;MU=80;NT=0;V=RND (11)-6;X=0;GOSUB 7;&(21)=-1;&(23)=-1;&(19)=10-2bH;FOR
Y=-26TO 46STEP 4;X=X+V
720 BOX X-V,Y-4,1,1,3;BOX X,Y,1,1,3;NEXT Y;&(21)=0;&(23)=0;&(19)=0
799 RETURN
800 CY=32;CX=-77;PRINT "7TH INNING STRETCH! ";GOSUB 7;NT=8;FOR Z=-24573TO -24476
;MU=%(Z);NEXT Z
810 GOSUB 7;GOSUB 7;NT=0;RETURN

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VIPER SYSTEMS UPDATE !!!

AT LAST, VIPER PRINTED CIRCUIT BOARDS ARE FOR SALE AND IN RECOGNITION OF BOB FABRIS AND THE 4TH YEAR OF THE ARCADIAN WERE GIVING YOU THE SUBSCRIBERS THESE SPECIAL DISCOUNTS!

VIPER SYSTEM 1: (1) 16K RAM PC BOARD
(1) FWR. INTERFACE PC BOARD
(1 SET) VIPER 1 CUSTOM CABLES, CONNECTORS AND SWITCHES
REG-150 / NOW 125.00

VIPER KEYBOARD: (1) VIPER 63 KEY ASCII KEYBOARD PC BOARD
(1) 6 FT. COILED KEYBOARD CABLE AND CONNECTORS
REG-75 / NOW 50.00

--VIPER 1-5 CUSTOM CABINET REG-60/NOW 50--KEYBOARD CABINET REG 50/NOW 40--

IN 81-82 VIPER SYSTEMS BROUGHT YOU THE FIRST PROFESSIONAL 16K MEMORY, STANDARD TYPEWRITER KEYBOARD, AND JAY FENTON'S SUPERB 8K EXTENDED BASIC. WE ARE NOW BOTH PLEASED AND EXCITED TO INTRODUCE OUR 82-83 LINE OF NEW VIPER PRODUCTS.

TO START THINGS OFF WE ARE RELEASING THE SYSTEM 5, PLUS FOR YOU SYSTEM 1 OWNERS A SYS-1 TO 5 UPGRADE OPTION. THE NEW SYSTEM 5 HAS A 5 POSITION BUS EXPANDER WITH DELUXE SPRING LOADED CARD GUIDES, IT IS CAPABLE OF STORING UP TO 32K OF ROM, AND FOR YOU REAL ARCADE FANS IT HAS DUAL CHANNEL AUDIO OUTPUTS TO HOOK UP TO YOUR STEREO.

FOR THOSE OF YOU READY TO BRIDGE THE GAP BETWEEN YOUR BALLY/ASTROCADE AND THE REST OF THE COMPUTING WORLD WE GIVE YOU OUR POWERFUL NEW 4 CHANNEL FULLY PROGRAMMABLE, MULTIPLE BAUD RATE, RS-232 COMPATIBLE, BI-DIRECTIONAL COMMUNICATIONS OPTION!

LAST BUT NOT LEAST IS THE V.U.C.S. CARTRIDGE. THE VIPER UNIVERSAL CARTRIDGE SYSTEM WILL BE RELEASED WITH VIPERSOFT BASIC AND A 2K+ HIGH SPEED TAPE INTERFACE. WE ARE TAKING ORDERS NOW FOR NEW PRODUCTS, CALL US TO RESERVE ONE FOR YOU. LOOK FOR FULL DETAILS AND PRICING IN NEXT MONTH'S ISSUE OF THE ARCADIAN!

→ BASEBALL is a two player, nine inning game. Player 1 is visitor and bats first. Player 2 is home and pitches first. Pitcher uses either trigger or joystick to start each pitch. At the top of the screen, an arrow will quickly move under a row of letters and asterisks. The batter, using his trigger, tries to stop the arrow under S,D,T, or H standing for Single, Double, Triple, and Home run, respectively. If the arrow lands under an asterisk, it is an out. If the arrow goes by without being swung at, it counts as a strike. If the batter swings before the pitch is released, it is also a strike. Since all pitches are either hit or missed, there are no walks. Even if the arrow lands on a hit, it is still subject to being caught. All runners advance on hits, but will not tag on fly balls. Extra innings may be played if the score is tied after nine innings.

After the program is loaded, following variables must be loaded without a line number: B=56;C=-5;D=23

To save the program on tape, with variables, use the following statement, or variation thereof, without a line number:

:PRINT ;NT=1;PRINT;CLEAR;LIST;PRINT"B=56;C=-5;D=23;:RETURN;RUN

→ BASEBALL in AB: Make the following changes to convert the sound effects for AB -
Line 1 replace 8 with x1 in every instance
Add new Line 6 CX=-77;RETURN (to save some space)
Change direct callout to a subroutine, by replacing CX=-77; with GOSUB 6; in Lines 60 (twice) 70 75 95 and 800
Line 80 start the line with NT=-1;
Line 710 add NT=-1; after GOSUB 7;
Line 800 change the loop ending address from -24476 to -24471

The following is a new feature in the ARCIADIAN, that hopefully will appear on a monthly basis. It is entitled: "The Game Player", authored by Michael Prosise of Greenbelt, Maryland. He will be reviewing for our readers a different game each month, by one on the many ASTROCADE software manufacturers, much in the manner that a movie reviewer reviews a movie.

THE GAME PLAYER
by Michael Prosise

"Castle of Horror"/Wavemakers/Tape 12

Danger! Beware! Death and destruction await the bold adventurer who dares enter the Castle of Horror, a fast-paced and exciting game by Mike Peace of Wavemakers.

Similar in concept to the coin-op arcade games "Berzerk" and "Frenzy", this one-player game of skill pits the player against five different gangs of monsters in five successive "castles", with each new castle representing a higher level of difficulty.

A wall on all four sides of the T.V. screen comprises the castle, with one door that opens and closes alternately about every second. This is the only escape. If you run into a wall, or a monster pounces on top of you, you will quickly disintegrate with a flash of colors, flickering screen and great sound effects.

NEW ASTROCADE DISPLAY DEVICE

Each of the four handles is holstered in a captive reel device. Rather than using separate Videocades, a series of game ROMs are located inside and a switch selects the desired one. A timer is included to limit perpetual players.

Unique about this game is that you do not shoot at the monsters and they do not shoot at you. Instead, your defense is the ability to quickly build a wall out of blocks, by using a combination of the joystick and trigger. For when a monster walks into a block, he will disintegrate, awarding you his point value.

A new castle automatically appears after all the monsters or you, are destroyed, complete with appropriate organ music of the "haunted house" variety.

In each new castle there are more monsters than the previous castle. They look different and they are also a little more intelligent than their predecessors. Whereas some monsters are stupid and will walk straight into a block you have placed, the smarter monsters will go around and try to pounce on you from behind. If you can last through all five castles, you will be awarded an extra man. You have five men to begin with.

The graphics in "Castle of Horror" are superb, and there is literally never a quiet moment during the game, for there is always either music or background sound effects entertaining you.

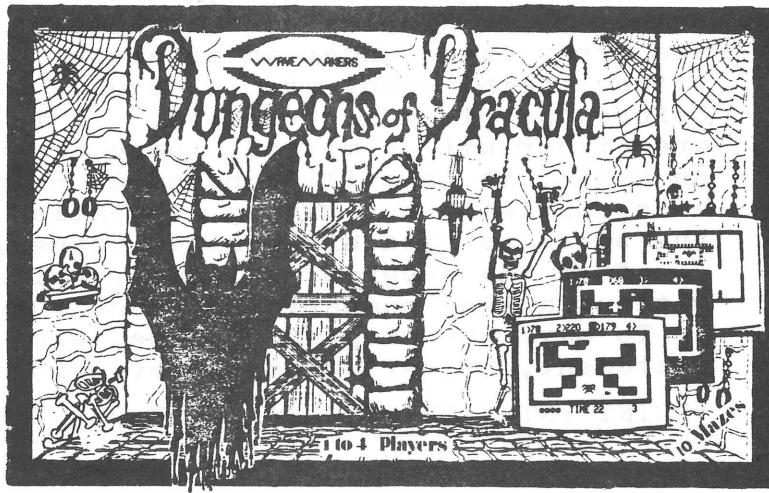
This is a game of strategy and quick thinking. Although it is somewhat hard to get the hang of it initially, one needs only play it a few times to understand how to play fairly effectively. But most important, "Castle of Horror" is fun to play. It is well designed, creative, and definitely better than a few of ASTROCADE's cartridge games.

ATTENTION SOFTWARE MANUFACTURERS:

If you would like to have one of your games reviewed in "The Game Player", mail it post-paid to Michael Prosise, 48-G Ridge Road, Greenbelt, Maryland 20770. All tape cassettes submitted for review become the property of the reviewer, at no charge and must be recorded in new Astro Basic.



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DUNGEONS OF DRACULA is a real adventure game with 10 different mazes, 7 machine graphic monsters, doors, and keys to open the doors. Will you trap the terrible 2 headed monster, the giant spider or Dracula himself? You'll have to hurry because time is running out and you must get through all 10 rooms just to see what room is next. For 1 to 4 players. ONLY \$10.95 + 50¢ POSTAGE. ASTRO BASIC ONLY (The basic with built-in jack)

WAVEMAKERS
P. O. BOX 94601
SCHAUMBURG, ILL. 60194

Oct. 7, 1982

ARCADIAN

Volume 4 Number 12

1 .
2 .COLOR SELECTOR
3 .
10 CLEAR ;&(9)=50;BC=1;FC=1;&(0)=177;&(1)=177;&(2)=131;&(3)=131;NT=0;IF TR(1)G
OTC 70
13 BOX 0,20,160,15,1;BOX 0,-20,160,15,1:CY=0;GOSUB 320;NT=3;GOSUB 330;NT=0;FC=6;
GOSUB 330;FOR T=0TO 500;NEXT T
16 FOR S=42TO 16STEP -1;&(9)=S;NEXT S;BC=8;FC=98;NT=9;MU=55;MU=59;MU=62;MU=67;
MU=62;MU=59;NT=35;MU=55;NT=0
18 FOR T=0TO 999;NEXT T
20 &(9)=50;&(10)=0;BC=2;FC=4;CLEAR ;CY=36;PRINT " IF OPERATING INSTRUCTION";PR
INT ;CX=-29;PRINT " IS WANTED
30 PRINT ;PRINT " PRESS TRIGGER #1";BOX -3,-8,12,1,1;PRINT ;PRINT ;CX=-17;
PRINT " IF NOT";PRINT ;PRINT " PRESS TRIGGER #2";GOSUB 340
40 IF TR(1)GOTO 260
50 IF TR(2)GOTO 70
60 GOTO 40
70 CLEAR ;&(10)=0;CY=40;GOSUB 320;CX=-74;CY=32;FOR B=1TO 26;PRINT "*",;NEXT B
80 BOX 0,29,157,1,1;BOX 0,16,151,4,1;BOX 0,-3,151,3,1;BOX 0,-23,151,2,1;BOX 0,
-43,151,1,1;BOX 0,-7,1,73,1
90 CY=23;PRINT " &(9)";CY=7;PRINT " COLOR #";CY=-13;PRINT " INTENSITY #";CX
=-71;CY=-33;PRINT " COMPUTER #:
95 C=0;I=7;D=0;J=0;Q=0;BC=0;FC=7;&(0)=0;&(1)=0;&(2)=7;&(3)=7;GOSUB 340
100 K=KN(2)+128;CX=-38;CY=23;PRINT #3,K;IF Q=0&(9)=K
102 IF TR(2)&(9)=K;Q=1
105 IF KN(1)>0&(0)=Cb8+I;&(1)=Cb8+I;&(2)=Db8+J;&(3)=Db8+J;CX=6;CY=23;PRINT "&(0
,1)&(2,3)
110 IF KN(1)<0BC=Cb8+I;FC=Db8+J;CX=6;CY=23;PRINT " BC FC "
115 CX=18;CY=7;PRINT #2,C,#6,D;CX=18;CY=-13;PRINT #2,I,#6,J;IF TR(1)GOTO 260
120 CX=12;CY=-33;PRINT #3,Cb8+I,#6,Db8+J;C=C+JX(1);D=D+JX(2);IF C>31C=31
130 IF D>31D=31
140 IF C<0C=0
150 IF D<0D=0
160 I=I+JY(1);J=J+JY(2);IF I>7I=7
170 IF J>7J=7
180 IF I<0I=0
190 IF J<0J=0
200 GOTO 100
260 &(10)=0;CLEAR ;BC=2;&(9)=50;FC=220;PRINT " JX(1) = BC OR &(0)+&(1)";PRINT "
JX(2) = FC OR &(2)+&(3)
270 PRINT " JY(1) = BC-INTENSITY";PRINT " JY(2) = FC-INTENSITY";PRINT " KN(1)<0
= BC/FC CONTROL
280 PRINT " KN(1)>0 = &(0-3) CONTROL";PRINT " KN(2)=HORIZONTAL BOUNDARY";PRINT
" TR(1)= INSTRUCTION RECALL
285 PRINT " TR(2) = TO FIX BOUNDARY";BOX 0,-31,51,1,1;CY=-39;PRINT " EITHER TR
STARTS PROGRAM!";GOSUB 340
290 IF (TR(1))+(TR(2))GOTO 70
300 GOTO 290
320 CX=-74;PRINT " C O L O R S E L E C T O R ",;RETURN
330 FOR M=-80TO 80STEP 3;MU=M;BOX M,0,1,88,3;NEXT M;FOR M=-27TO 27STEP 3;MU=M;B
OX 0,M,160,1,3;FOR T=0TO 35;NEXT T;NEXT M;RETURN
340 &(20)=9;NT=50;MU=75;NT=0;FOR V=0TO 180;&(10)=V;NEXT V;&(20)=0;RETURN

Both hand controllers are used, with all functions of each. In general, the KNobs will
revise the &(9) and BF/FC variables, JX and JY also vary BC and FC, and the TR are
used to set values. The entire palette can be displayed and BC compared with FC, side
by side. The program contains most of the instructions internally.



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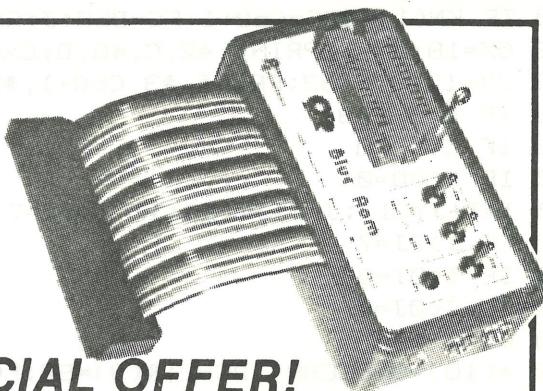
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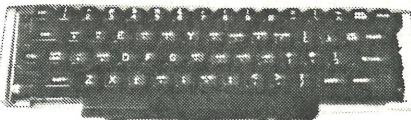


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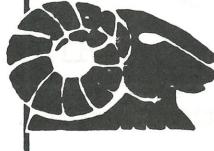
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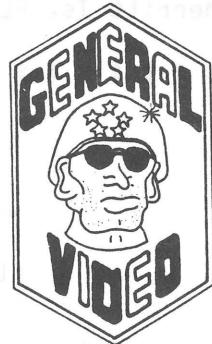
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